Amendment to the Claims:

This listing of claims replaces all prior versions, and listings, of claims in the application:

1.   (Currently amended) A gaming machine ~~which includes~~ having a display and a game controller, said game controller being arranged to provide:

a simulation system configured to generate a ~~game round~~ game display which corresponds to a pre-calculated outcome for ~~the game round~~ a game; said simulation system being adapted to run an initial simulation ~~in an invisible manner~~ that simulates the playing of the ~~game round~~ game from start to finish without displaying the outcome of the initial simulation, the simulation system enabling predetermined starting parameters to be set;

a comparator for comparing an end condition of said initial simulation run by the simulation system with the pre-calculated outcome of the ~~game round~~ game; and

an adjustment means for adjusting the starting parameters used by the simulation ~~means~~ system in a subsequent simulation of the ~~game round~~ game that is used for generating the ~~game round~~ game display for the ~~game round~~ game, such that the end condition of the subsequent simulation of the ~~game round~~ game corresponds to the pre-calculated outcome for the ~~game round~~ game.

2

Attorney's Docket No.: 13625-002001/107809

2.   (Original) The gaming machine of claim 1 in which the simulation system is software based.

3.   (Currently amended) The gaming machine of claim 2 in which the simulation system is used as a means to drive a display of a graphical outcome for the ~~game round~~ game.

4.   (Currently amended) The gaming machine of claim 2 which includes a control means for controlling playing of the ~~game round~~ game.

5.   (Original) The gaming machine of claim 4 in which at least part of the control means includes a random number generator for generating random numbers.

6.   (Original) The gaming machine of claim 5 in which the random number generator is one of a pseudo-random number generator and a hardware based random number generator.

7.   (Original) The gaming machine of claim 4 in which the simulation system is implemented in the control means by a processing means.

3

8.   (Previously amended) The gaming machine of claim 7 in
which the processing means includes simulation software to
perform the simulation and running of the initial and subsequent
simulations.

9.   (Previously amended) The gaming machine of claim 8 in
which the simulation software sets random starting parameters
for the initial simulation.

10.   (Currently amended) A method of displaying an outcome
of a ~~game round~~ game played on a gaming machine, the method
including the steps of:

setting starting parameters for an initial simulation of
the ~~game round~~ game;

performing the initial simulation of the ~~game round~~ game
using said starting parameters <u>without displaying the outcome of</u>
<u>the initial simulation</u>, ~~in a manner that is invisible~~ to a user;

determining an end condition of the initial simulation;

comparing the end condition of the initial simulation with
a pre-calculated outcome of the ~~game round~~ game;

adjusting the starting parameters of the initial simulation
as a result of the comparing, such that the end condition of a
subsequent simulation of the ~~game round~~ game using the adjusted

4

starting parameters will correspond to the pre-calculated

outcome for the ~~game round~~ game; and

    performing a subsequent simulation of the ~~game round~~ game

using said adjusted starting parameters; and

    displaying the outcome of the subsequent simulation,

corresponding to the pre-calculated outcome for the ~~game round~~

game, to the user as the [[of]] display of the outcome of the

~~game round~~ game.

    11. (Previously amended) The method of claim 10 which

includes setting random starting parameters for the initial

simulation.

    12. (Previously amended) The method of claim 11 which

includes running the initial simulation through once until the

end condition is arrived at, without displaying the end

condition on a display means of the gaming machine.

    13. (Currently amended) The method of claim 12 which

includes performing one of a pseudo-random calculation and a

truly random calculation to derive the desired outcome for the

~~game round~~ game.

14.   (Currently amended) The method of claim 13 which includes, once the initial simulation's end condition has been arrived at and the pre-calculated ~~desired~~ outcome for the ~~game round~~ game has been determined, adjusting the starting parameters by one of a discrete amount and a mapping function.

15.   (Currently amended) The method of claim 14 which includes, adjusting the starting parameters using a difference between the now known end condition of the initial simulation and the pre-calculated outcome for the ~~game round~~ game.

16.   (Currently amended) The method of claim 15 which includes running the subsequent simulation using the [[new]] adjusted starting parameters.

17. (Previously amended) The method of claim 16 which includes displaying the subsequent simulation as the subsequent simulation progresses.

6